

Cédric Krasnopolski



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Montpellier, FRANCE

International Mobility

Available
Immediately

PROFESSIONAL SKILLS

Languages :

French	Native
English	Fluent
Spanish	Fluent
Portuguese	Fluent
Japanese	Basic

3D computer graphics :

Blender, 3DSMax, Maya, Zbrush, Unity, Unreal, MotionBuilder, MeshLab, Substance Designer, Revit, SolidWorks, Autocad, Photoshop, Gimp, Illustrator, Inkscape, Krita, AfterEffects, Première, Nuke

VR/AR :

Vuforia, AR Foundation, HTC Vive PRO, Oculus Rift

3D Data processing :

MicroStation, TerraSolid, CloudCompare, Metashape, Pix4D, ContextCapture, Meshroom

Programming :

SQL, R, Python, C#, Visual Studio

SIG :

ArcGis, QGis

3D Printing :

Prusa i3 MK3S

Informatic :

Msoffice, Github, TortoiseSVN, Windows, Linux, IOS

MISCELLANEOUS

Art : music (piano 10 years), photography, painting, drawing

Sport : running, motorbike, scuba diving PADI

New technologies : video games, drone, VR / AR

Senior 3D computer graphics designer & GIS, 3D spatialized data and VR/AR project manager

Portfolio : www.ecorcebrune.org

OBJECTIVE & PROFILE

Cédric is a seasoned executive that specializes in the field of 3D computer graphics and 3D engineering. He has worked in the life sciences industry space (incl. medical devices and biotech, and other highly regulated sectors), Real-time 3D medical training, airborne LiDAR remote sensing, oceanological & biological researches and motion capture technology, data post-processing pipelines, virtual reality R&D pipelines. He has significant international experience throughout Europe and Latin America.

PROFESSIONAL EXPERIENCE

3D & Virtual Reality Project manager / 3D Data Study Engineer



EcorceBrune - Freelance - FRANCE

Project manager, 3D computer graphics designer
Research & Development in Virtual reality, Web Design.



2018 -
2019

Andromède Océanologie / University of Sciences - Montpellier - Marbec, LABCOM InToSEa
Project manager and study engineer on 3D photogrammetry data post-processing pipeline, implementation of 3D production pipeline : modeling retopology, texture, render, animation, web export, video sequences, AR/VR interactive real time experiences and 3D printing. Deployment of VR systeme HTC Vive Pro for public demonstrations during scientific conferences. R&D, C#, Python and Data analyse on marine biological studies for scientific purpose.

Projects : GombessaV 3D, Cap-Ferrat VR, RECOR, TEMPO, RESCOR, EcholoTech and DRIVER conferences.



L'Avion Jaune - Montferrier-sur-Lez FRANCE

Project manager and 3D data engineer in charge of optimization of 3D photogrammétric and LiDAR data post-processing pipeline, data analyse and 3D models productions for scientific and diagnostic purpose. Leading meetings with clients, production of methodological documents and volunteer to present data analyse project in english at the "YellowScan International conference - LiDAR for drone 2017".

Projects : CNRS / CEFF research, Mound fields landscapes (Bolivia), dolomitic structure (Mouzeze).



2013 -
2015

Medusims - Paris, FRANCE

Senior in 3D production, animation & Motion Capture division of four medical serious games on Unity, in collaboration with Paris Cochin's Hospital and French Army's Medical Service. Accurate restitution of medical procedures in 3D interactive simulations. Participation in team recruitment and customers & partners relations.

Projects : FA Adventure, Hemorragie Post Partum, Traumasims, Sauvetage au combat 1.



2010 -
2013

Unloop Filmes / TempoReal / CBPF - Rio de Janeiro, BRAZIL

3D computer graphics designer on medical simulations of coclear implant function, 3D anatomical modeling (organs and body parts), 3D character animation for sign language, pedagogical illustrations.

Projects : Joao & Maria in sign language, Rio de Janeiro City street 3D projection, Motion Design works.



2005 -
2010

XD Production / Attitude-Studio / LuxAnimation / Freelance - Paris - Londres - Luxembourg

3D computer graphics designer for film industry, animation & Motion Capture data post-processing. 3D project manager as a Freelancer working on 3D, motion design and photography productions.

Projects : The Prodigies, Skyland, Grey's Anatomy, Tower of Science, Architecture, Photography & video.

DIPLÔMES



2016 -
2017

Mastère Spécialisé® SILAT (bac. +6) - GIS project manager - 3D spatialized data processing

AgroParisTech Executive Montpellier, FRANCE

GIS & 3D project management, 3D photogrammetric and LiDAR data processing, R&D in Python, R, SQL. Organization in a team of 7 people of a national event in geomatics: Géoséminaire 2017 in Montpellier.



2011 -
2012

Fine Arts - UFRRJ

Rio de Janeiro, BRAZIL

Special training by equivalence of French diploma in Art - Oil painting, Botanical watercolor, Charcoal



2000 -
2005

Master ATI - Arts et Technologies de l'Image - 3D computer graphics / Virtual Reality dev.

Paris VIII University - Saint-Denis, FRANCE

3D computer graphics production, virtual reality and programming.

Modeling, retopology, UV unfolding, Shader & texturing, rigging, animation, compositing, rendering. Laureate at Laval Virtual 2005 festival (team), with "Croc Monstres", a fun interactive 3D experience.